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## **CLAIM AMENDMENTS:**

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- 1. (Previously amended) A method of selecting a target object in virtual three-dimensional space, comprising: identifying objects, including the target object, in the virtual three-dimensional space; determining distances between the objects and a point in the virtual three-dimensional space; prioritizing the objects based on the distances and identities of the objects; and selecting the target object from among the objects based on priority.
- (Previously amended) The method of claim 1, wherein the objects comprise one or more of a link object and a non-link object.
- 3. (Previously amended) The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.
- 4. (Original) The method of claim 1 wherein:
  the objects include a link object; and
  prioritizing comprises assigning higher priority to the link object if the link object is
  closer to the point than a non-link object by a predetermined distance.
- 5. (Original) The method of claim 4, wherein the predetermined distance comprises 0x1000000.
- 6. (Original) The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.
- 7. (Original) The method of claim 1, further comprising: receiving coordinates based on a user input; and locating the objects in the virtual three-dimensional space based on the coordinates.

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- (Original) The method of claim 1, wherein determining the distances comprises 8. obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.
- (Previously amended) An apparatus for selecting a target object in virtual three-9. dimensional space, comprising:
- a memory that stores executable instructions; and

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a processor that executes the instructions to:

identify objects, including the target object, in the virtual threedimensional space;

determine distances between the objects and a point in the virtual threedimensional space;

prioritize the objects based on the distances and identities of the objects; and

select the target object from among the objects based on priority.

- (Previously amended) The apparatus of claim 10, wherein the objects comprise 10. one or more of a link object and a non-link object.
- (Previously amended) The apparatus of claim 9, wherein prioritizing comprises 11. assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.
- (Previously amended) The apparatus of claim 9, wherein: 12. the objects include a link object; and prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.
- (Original) The apparatus of claim 12, wherein the predetermined distance 13. comprises 0x1000000.

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- (Previously amended) The apparatus of claim 9, wherein identifying comprises 14. distinguishing between a link object and a non-link object.
- (Original) The apparatus of claim 9, wherein the processor executes instructions 15. to: receive coordinates based on a user input; and locate the objects in the virtual three-dimensional space based on the coordinates.
- (Original) The apparatus of claim 9, wherein determining the distances 16. comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.
- (Previously amended) An article comprising a computer-readable medium that 17. stores executable instructions for selecting a target object in virtual three-dimensional space, the instructions causing a machine to: identify objects, including the target object, in the virtual three-dimensional space; determine distances between the objects and a point in the virtual three-dimensional space; prioritize the objects based on the distances and identities of the objects; and select the target object from among the objects based on priority.
- (Previously amended) The article of claim 17, wherein the objects comprise one 18. or more of a link object and a non-link object.
- (Previously amended) The article of claim 18, wherein prioritizing comprises 19. assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.
- (Original) The article of claim 17, wherein: 20. the objects include a link object; and

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prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

- (Original) The article of claim 20, wherein the predetermined distance comprises 21. 0x1000000.
- (Original) The article of claim 17, wherein identifying comprises distinguishing 22. between a link object and a non-link object.
- (Original) The article of claim 17, wherein the article further comprises 23. instructions to: receive coordinates based on a user input; and locate the objects in the virtual three-dimensional space based on the coordinates.
- (Original) The article of claim 17 wherein determining the distances comprises 24. obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.